A VIDEO GAME CARTRIDGE FROM

PARKER BROTHERS

JAMES BOND 007™

FOR THE COLECOVISION™ GAME SYSTEM

James Bond likeness and related material © 1984 Eon Productions Ltd.
Glidrose Publications, Ltd. 1984. © Danjaq S.A. 1962. All rights reserved.
Rules © 1984 Parker Brothers, Beverly, MA 01915 Printed in U.S.A.

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. With controller #1, select a game play level according to the screen choices. The game will begin.

To the tune of the James Bond theme, you'll see the title of the adventure as well as "GOOD LUCK, MR. BOND." (In the two-player game, "Agent 1 or 2" refers to the first or second player.) The number of available vehicles appears to the right. As Mr. Bond steps into the vehicle, he gives a brief demonstration of its capabilities, then speeds off to face the first adventure.

At any time during the game, you may press RESET to begin again.

THE JOYSTICK CONTROLLERS

Plug the joystick controllers firmly into the jacks at the top of the unit. For a one-player game, use controller #1.

The joystick controls Bond's specially designed multi-purpose craft. The craft moves **forward** with a right motion and slightly **back** with a left motion. An **up or down** motion causes the craft to jump or dive. In either case, gravity or buoyancy returns the craft to a water or land surface line.

A press of the **right** FIRE button lobs a flare bomb to the bottom of the screen. A press of the **left** FIRE button fires a fixed angle shot to the top of the screen. Pressing both buttons **at the same time** can release both types of ammunition.

YOUR ITINERARY, MR. BOND

In this game, you are Bond. James Bond, 007, the world's most famous secret agent. Renowned for your cool and confidence (not to mention your biting wit), you've been selected by the British Secret Service for four clandestine, utterly critical, and nearly impossible missions.

These will be accomplished at the controls of a specially designed multi-purpose craft that boasts extraordinary capabilities. It has the properties of a car, a plane, and a submarine. And it's equipped with the latest weaponry. We think you'll find it more than adequate.

In brief, Mr. Bond, this is what lies ahead. First stop, Las Vegas in *Diamonds Are Forever*. No casinos, here. Rather, you've got to cross the desert in the dead of night. *A very romantic place, indeed, when you're not being shot at.*

We know you like a change of scenery, Bond, so the next stop is Sardinia in *The Spy Who Loved Me*. Stromberg's underwater laboratory is your destination in this one. We're confident you'll know just what to do when you reach it.

In *Moonraker*, you'll recognize your old nemesis Hugo Drax and his poison satellites. From your position on the lake, you **must** stop the satellites from ever reaching Earth.

We thought we'd top off the assignment with *For Your Eyes Only*. This one will take you below sea level to a sunken World War II fishing trawler. Could be the most hazardous mission of all. We're only thinking of you, Bond. We know your fondness for the Greek islands.

Oh, about the details, read on. We want you to be prepared for the assault... frogmen, missiles, mines and the like. Not to worry. Good luck, Bond. And Bon Voyage!

DIAMONDS ARE FOREVER

Mission: Land on Seraffino's Oil Rig and Rescue Tiffany Case

There's lots of glitter in this adventure. But all that glitters is not gold... it's diamonds and Seraffino's got them! Black market jewelry scheme, you're thinking? Wrong. When attached to a communications satellite, the stolen rocks can harness solar energy, create a laser blast, and destroy targets on the Earth's surface.

Therefore, Bond, you must get Seraffino. You'll find him on an oil rig off the Pacific coast. There, he controls the diamond satellites' guidance system.

By the way, Bond, Seraffino's holding your... uh... assistant, Tiffany Case. We believe she's desperately in need of rescue.

The Desert

First, you must travel rugged desert terrain in the dead of night. The desert is filled with treacherous craters that you must jump over—or else crash!

As satellites pass overhead, they'll drop lasers. Lasers can destroy you on impact as well as create craters in your path. Your driving skills will be of the utmost importance in surviving lasers since it's impossible to destroy the satellites.

The Diamonds

Giant diamonds hang in the night sky. Hit one with your fixed angle shot to light your way (and score points). And remember that only by the light of a diamond will you be able to see Seraffino's oil rig once you reach the ocean.

The Ocean

When you reach the ocean, continue to light the sky by hitting diamonds. Remember, you're looking for the oil rig. Also, by dropping flare bombs to the ocean's surface, you'll be able to see your underwater enemies. Seraffino has sent **armed frogmen** after you as well as **mine-releasing mini-subs**. These deadly mines float to the surface threatening anything that crosses their path. When these hazards appear, dodge them or destroy them—before they destroy you!

The Oil Rig

Seraffino's oil rig will be silhouetted against the sky when you hit a diamond. When it appears, **move your craft just to the left of the rig, straight up over the top of the derrick, then down to land on the helipad.** When this happens, you've gotten Seraffino and saved Tiffany Case! (If you touch any other part of the rig, say goodbye to that craft.)

Important:

If you're unable to hit a diamond after you've already sighted the oil rig—or if you notice that your shot disappears right after firing—you may be about to hit the oil rig in the dark. Dive under it quickly and try again to accomplish the mission on the next oil rig.

Completion of this mission brings you the next with your remaining crafts.

THE SPY WHO LOVED ME

Mission: Destroy Stromberg's Undersea Laboratory
Shipping magnate Karl Stromberg uses huge oil tankers to swallow nuclear submarines right out of the water. It just so happens he's captured a British sub, not to mention Anya Amasova, your fellow agent. Stromberg must be stopped for good. You'll find him in his undersea laboratory off the coast of Sardinia.

Missiles

Stromberg has rigged the ocean floor with deadly missiles that rise into the air, turn into fireball mines, and fall back down again. Avoid them, shoot them down, or bomb them out at the base.

Oil Tankers

When you see one of Stromberg's oil tankers, dive under it. From the tanker, Stromberg has sent trigger-happy chopper pilots on a bombing mission... and you're the target. By the way, Bond, the helicopter is indestructible.

The Undersea Laboratory

When you see Stromberg's laboratory at the bottom of the screen, **lob a flare bomb onto it.** The explosion will release a capsule that carries Anya Amasova. Swoop down and touch the capsule and your mission is accomplished. Stromberg is stopped and Anya is saved. (If you miss the lab completely, try again with the next one.)

Completion of this mission brings you the next with your remaining crafts.

MOONRAKER

Mission: Destroy Three Spinning Satellites
Billionaire industrialist Hugo Drax has concocted the ultimate scheme in international espionage: the depopulation of the Earth in order to recolonize it with his super-race. The destruction will occur from Drax's poison satellite discs that rotate through space. As they spin through the night, you must attack them from your craft's position on, above, or beneath the lake's surface. A deceptively difficult task.

Space shuttles
Another of Drax's brilliant but dastardly inventions is the Moonraker fleet of space shuttles. Launched from the ocean floor, they will destroy you on impact. And remember this: when a space shuttle rises into orbit at the top of the screen, it explodes. If you're **above** water when it does, you'll explode, too. How to handle a space shuttle? Blow it out at the launch pad, dodge it and submerge before it explodes or shoot it down.

Frogmen
Like Seraffino, Drax has sent frogmen after you. They're pretty good marksmen even by your standards, Bond.

Mini-Subs
Drax just loves submarines and he has sent a fleet of them to patrol the depths. These, too, release mines to the surface. Avoid them or destroy them. And stop those bothersome subs if you can, too.

Completion of this mission brings you the next with your remaining crafts.

FOR YOUR EYES ONLY

Mission: Retrieve Radio Equipment from a Sunken Fishing Trawler
A British surveillance ship has been sunk off the Greek mainland by a WWII mine. Somewhere amid the wreckage lies a top secret ultralow frequency transmitter that launches ballistic missiles on command. You **must** find it before it falls into the hands of enemy agent Gonzalez.

Underwater Enemies
Only by the light of flare bombs can you see the enemies that lurk in the darkened waters. These include **armed frogmen** and the same **mine-releasing mini-subs** that Drax and Seraffino employ. You've escaped them before, you can do it again!

Terrain
Be prepared. The shoreline requires expert piloting to avert the mountain peaks that rise dangerously from the ocean floor.

Hellcopters
Occasionally, a helicopter comes onto the scene. Sorry, old boy, it's not one of ours. The chopper's tracking system makes it a deadeye shot. And the radius around the gunfire explosion is a killer. Consider yourself warned.

Killer Jellyfish
Gonzalez has planted a most frightening-looking weapon—a giant jellyfish that swallows small crafts upon impact. Things could be worse. It could be armed! Simply jump over it when you see it.

The Sunken Fishing Trawler

When you see the sunken trawler, maneuver your craft onto the radio antenna bar to the right of the deck. Do so, and you've retrieved the radio equipment. But if you hit any other part of the trawler, you're sunk!

Completion of this mission ends the game.

END OF GAME

The game ends when you complete the last mission or when you lose the last craft. In either case, you'll see the final screen that shows your final score in the lower left corner. The 3-digit number in the center of the screen is your AGENT RATING.

To play again at the same level, press ∗.
To change the level, press #.

AGENT RATING

The British Secret Service rates each of its agents on his or her performance at the end of each game. Our rating method is computer-analyzed and highly confidential. (*Enemy agents must never learn our training secrets.*) The highest rating in BEGINNER is 005. The highest rating in ADVANCED is 007, of course!

TWO-PLAYER GAMES

In a two-player game, players alternate as Bond. The LEFT player goes first. A player's score is displayed throughout the turn at the lower left of the screen. When one player loses all his or her crafts, he or she is out of the game. The opponent may continue to play with his or her remaining crafts.

SCORING

Your score is displayed throughout your turn at the lower left of the screen. Your final score appears at the end of the game.

Targets	Points
Diamond	50
Frogman	200
Frogman's bullet	100
Ocean floor missile	100
Fireball mine	100
Space shuttle in launch hatch	200
Space shuttle in flight	100
Satellite disc	500
Mini-sub	200
Mini-sub mine	100
Mission accomplished	5,000
Each remaining craft at the end of the game	3,000

We will be happy to answer your questions or comments about JAMES BOND 007. Write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario L4K 1B7.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

In Australia and New Zealand: Tolltoys, Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

If you should have any difficulty operating or playing JAMES BOND 007, call our Electronic Service Department at these toll-free numbers:

In Massachusetts 1-800-692-0297

All other states (except Alaska, Hawaii, or Canada) 1-800-225-0540

Lines are open 8:30 A.M. to 4:30 P.M. (EST) Mon.–Fri. (excluding holidays).

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.

2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for $8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the $8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

PARKER BROTHERS